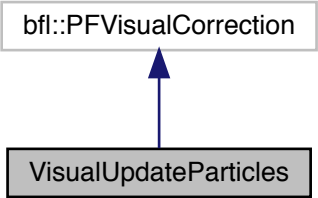


bfl::PFVisualCorrection



```
graph BT; A[VisualUpdateParticles] --> B[bfl::PFVisualCorrection]
```

VisualUpdateParticles